

ABSTRACT OF THE DISCLOSURE

Systems and methods to enable real-time and near real-time storyboarding on the World Wide Web in addition to a graphical user interface for video parsing and browsing the of the storyboard. Specifically, storyboarding can be accomplished on
5 the World Wide Web by parsing an input video into representative or key frames. These frames then can be posted to a web document, or the like, for subsequent viewing by a user. This allows a video to be distilled down to the essential frames thus eliminating storage and bandwidth problems as well as eliminating the need for a user to view the entirety of the video. Furthermore, the graphical user interface allows
10 a user to visually interact with an input video signal to determine the key or representative frames, or to retrieve video segments associated with already determined key frames. Furthermore, the interface allows manipulation of these frames including, but not limited to, playing of the entire segment represented by that key or significant frame as well as actual determining of the cuts between significant
15 segments.